

Name: Spire Light Transport  
 Type: MandalMotors "Spire" Class Light Transport  
 Scale: Starfighter  
 Length: 35 Meters  
 Skill: Archaic Space Transports - Spire Transport  
 Crew: 2; Skeleton Crew: 1/+10  
 Crew Skill: Archaic Space Transports 4D, Astrogation 4D, Starship Shields 4D  
 Passengers: 12  
 Consumables: 9 Months  
 Cost: 35,000 (used)  
 Cargo Capacity: 90 Tonnes  
 Hyperdrive Multiplier: X4  
 Hyperdrive Backup: N/A  
 Nav Computer: Yes  
 Space: 5  
 Atmosphere: 300;850kmh  
 Maneuverability: 1D  
 Hull: 4D  
 Shields: 1D  
 Sensors:  
     Passive: 20/0D  
     Scan: 40/1D  
     Search: 55/2D  
     Focus: 2/3D



Weapons:  
     Twin Pulse Wave Blaster Cannons  
         Fire Arc: Front  
         Fire Control: 1D  
         Space: 1-3/9/20  
         Atmosphere Range: 100-300/900/2km  
         Damage: 4D

Description: An older design built by the Mandalorians, the Spire class transport was originally manufactured for the Mandalorian Military where it served as a troop transport and light cargo carrying vessel. However soon after it was retired it began to be sold on the open market where it found itself a

popular and much desired transport ship. Fast for its time, and pretty tough, this vessel is still a desirable second hand purchase because of the large capacity for passengers and low crew requirement for an ancient vessel although it is now considered to be a difficult vessel to pilot. However it has a small amount of cargo space for such a large vessel, making conversions a popular choice with the large older engines being removed to free up space for newer and smaller replacements.

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Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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